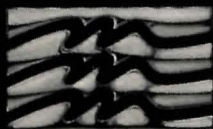


Knightmare



Knightmare Adventurer's Handbook



MINDSCAPE



—BROADSWORD—



ANGLIA
Television Limited

Knightmare Adventurer's Handbook

Introduction

Whether you are a veteran or a novice, this handbook is designed to provide you with the information you need to succeed in the world of nightmares.

Knightmare is a game of strategy and skill, and this handbook is designed to help you master the game. It contains information on everything from the basics of the game to advanced techniques for defeating the most powerful enemies.

Get Ready to Play

Before you begin your journey, you need to make sure you have everything you need to play. This section provides a checklist of the items you will need to get started.

It contains information on everything from the basics of the game to advanced techniques for defeating the most powerful enemies.

Knightmare Adventurer's Handbook

Introduction

We are not sure whether to congratulate you on choosing Knightmare for your next computer adventure, or commiserate with you.

Knightmare is aptly named. It is a startling computer recreation of ITV's sensational role-playing adventure series, set deep in the dungeons below Castle Dunshelm. It is also likely to wake you up in a muck-sweat in the middle of the night.

You have been warned.

But take heart. The very fact that you are reading this special handbook shows that you are not one of those intemperate idiots who leap before they look,

Or perhaps you were one of those idiots, and now you're a little sadder, but a lot wiser. Well, you will be, if you read on.

A few words about Knightmare and its creator.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name.

Tony Crowther's amazing re-creation has everything.

Using the same ultra-sophisticated game system that made 'Captive' adventure game of the year for 1990, Knightmare makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

Tony is in his mid-20's and lives in Sheffield. A keen viewer of Broadsword's Knightmare TV series, he was delighted when Tim Child, the series Producer asked him if he would be interested in developing a role-playing adventure based on Knightmare, for computer game-players.

It took Tony and his team nine months to develop the four separate Quests in Knightmare. With the help of this Handbook, it should take you a little less time to solve them.

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Knighmare Adventurers' Handbook

The Start

Welcome to your Knighmare

To the right of the Help Oracle is a porthole. Passing through this porthole will take you to the train. Climb onto the train and you will start to run down the track.

As you reach the end, jump off to your left and walk forward to the next Help Oracle.

'Take the short cut to the forest'

Walk through the porthole and you will find yourself in the main garden. Flick the switch on the wall and pick up the twig next to it. Turn around and go through the gap in the hedge. Kill as many rabbits as possible.

The dead rabbits magically turn into rabbit pies which you will need for food as your stamina goes down.

Walk down the path until you come across an Oakley. Touch him with your empty hand. If he has lost his child, throw the twig at him and he will turn into a wand. Pick up the wand and go through the porthole.

You are ready to begin:

Quest One

'The Shield of Justice'

In the first dead end is a key. Opposite the Sprig you will find a cupboard. Open it and take the two wands. You should use these wands as often as possible as they will increase your magic knowledge and, in time, you will be able to cast different spells.

Details of the different types of magic are described on page n. Carry on walking until you come to the next Help Oracle.

'Don't play with fire'

The switch on the wall launches fireballs, so don't play with it! Open the door, kill the goblin - you'll find 'killing' is a regular, but necessary exercise, if you want to stay alive yourself! - and pick up the key which is behind it. Go back and use the key you have just picked up to open the locked door. Carry on down the corridor and open the next door with the first key you picked up. In front of you, you will see a pad. To the right of this is the Help Oracle.

'Hold the pad down'

Drop any object on the pad and you will notice that a path has been made to the right of the Oracle. Follow the path and open the door. If the goblins are a nuisance squash them in the door. In the area to the left of the door you find another key. Pick it up. If the object you dropped onto the pad was important, then find a rock and exchange it for the object on the pad. Back in the key area you will find a locked door. Use your key to open the door.

On the far side of the door you will see some grates. Walk over them into an area with two doors.

You will notice that the locked door has no keyhole. Go to the other door and kill both sets of Oakleys taking care not to stand on the pad.

Once you have killed the Oakleys, enter the room and close the door behind you. The pad you have just stood on has toggles which lock

the door. Inside the room with the pad you will find a cupboard with a key in it.

Pick this key up.

You will also notice a switch, which reveals a further door behind the one operated by the pad. Go through this and carry on down the corridor until you reach another locked door.

Open it and kill the monsters you will find. Follow the corridor until you reach a turning on the left. Just after this you'll find a button on the wall. Pressing this creates a short cut to the Sprig of Life and Death.

On the way to the sewer entrance you will come to an area which, if you look closely, contains an iron key. This is the sewer door key.

'The Sewer'

Jump on the pad and then kill the goblins. Now leap on to the next pad to open up the sewer. Kill more goblins - fun, isn't it - and jump into the boat.

Using the boat you should be able to find two switches. Flick them both. Now you can kill all the Hob-Goblins. Behind one set is a key in a cupboard, behind another is a button and behind the last is a route which will be revealed by pressing the button. This leads to another boat.

'The home of Mr. Child'

After a short distance in the boat you will find a locked door. Behind the door is a porthole to The Prison.

'The Prison'

When you arrive in The Prison you will be facing a porthole. This porthole takes you back to the home of Mr. Child via a false wall.

Back in the prison you will notice a door which leads to a safehouse with a key inside. On the other side of this area you will find another false wall. Clicking the switch inside will open one of the prison doors.

Inside the prison is a key hole which opens an exit behind the false wall with the button. Kill the Hob-Goblin Guardian and take the Shield of Justice.

Jump down the hole back into the forest. Find the Oakley that has lost his cover and give him the Shield of Justice.

Congratulations, you have completed the first Quest.

Now is a good time to stock up with rabbit pies.

Quest Two

'The Cup'

To the right as you enter, you will find nine pads. Drop objects on the pads and avoid the fireballs, then cross the pads in safety. After you have crossed these, you will notice a gold key to your left and a door to your right. Take the key and unlock the door. Go back to the start and then find the Help Oracle.

'Mystic Door'

Next to the Help Oracle, you will find a room with four portholes. Throw an object through each of these, ensuring that the object goes right through. This will reveal a key. Take the key and turn right out of this room to find the next Help Oracle.

'Mystic Chamber'

Push the movable wall (the one with ball bearings on the bottom) until you come to turnings on the right and left. To push a wall use the right hand mouse button on the forward arrow icon. Watch out for the Mad Wizard. He means business! On the left is another Help Oracle.

'Nobody Must Enter'

Throw an object into the porthole and then pass through it. Resist all temptations to explore. Turn round and go back through the porthole.

Pass through the gate door immediately in front of you and pick up the key. Push the movable wall further down the corridor until you reach another junction. On the right you will find a Help Oracle.

'Holy Moly'

	1	2	3	4	5	6	7
A	P3	P3	P3	H1	H3	H5	
B	P1	P2					
C	P1	H4			H2		P4
D					P5		

Throw something of little value onto square C7. Walk onto and come off A2 via B2. Now flick the switch in D5 and walk to A7. Take the key then leave the room.

Push the push wall further down the corridor until you see a path on the right. Open the door and avoid the snakes. If you have trouble killing them, think fireballs!

Cross the room with the invisible walls and then pass through the area with the false walls. One of the monsters will leave the last key that you will need - after you have killed it, of course!

Make your way back to the fireball grid and open the locked doors with your keys. On the other side of the last door, you will find a Help Oracle.

'Golems Land'

Everything you have met so far has been a doddle compared with what you are about to face! Once you walk on the square after the last door, you release a monster elsewhere in this area which then jumps up and down on a pad creating Golems. So don't go forward yet.

Wait with the door open and eventually a snake will appear. Let it chase you into the fireball area, and then allow it to kill itself with fireballs.

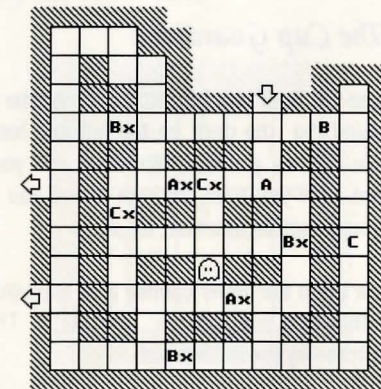
Now go back to Golems land and down the path past the oracle.

At the end of this path turn right and continue until you come to a door. Go through this door and attack the snake in it's 4x4 area. Once this snake has been killed, kill the other two in the next area, where you will also find a door which leads to the monster creating the Golems. Kill him and return to the Oracle.

Face away from the door you first entered and you will see another door. Open this door, kill anything that moves and then kill the grand snake in the closed room. He will drop a key when killed. Easy eh?

Now take this key to the place where the Hob-Goblin was jumping on the pad and use it in the key hole. Go to the Grate room where you will find the next Help Oracle.

'Enter the Warp Maze'



Go into the maze and turn right. Stop at the next left turning and turn right, thus facing the wall. You will notice that the wall immediately in front of you is false. Find your way through the false walls and carry on down the corridor. Turn left at the bottom, then left, then left, then right, then right again and you should find yourself in front of the wizard. Kill him and grab the key. Now jump on the pad and head back the way you came.

You will notice that two doors have opened leaving two locked doors available. Open the first one you come to and exterminate the contents

of this room. The snake will obligingly leave a key. This is the key for the other room.

Staying in this room, go into a large empty area (after working out the spinners) and find the false wall in the far right.

In this false wall is a switch which opens a path to your right. Go into this area and pick up the key. Use one of your keys on one of the locks and then leave this area and return to the other locked 'face' door.

Open this door with your remaining key and find a switch on the wall. Look behind you and you will find a 1x1 room with doors on three sides and bars on the fourth. The switch will rotate the room 90 degrees thus giving access to the room beyond. Let the snake out of the room and then kill it for its key.

Now you should return to the door with the two keyholes and use the key on the unlocked keyhole. This will reveal a ladder. Climb it to reach the Help Oracle.

'The Cup Guardians'

Open the door and dispatch the monster. Push the button you'll find behind the the door on the left and look out for another monster. Turn right as you enter the room and you will find a false wall. Turn right after you pass through it and you will find a button. This will release another monster. Kill it.

Now go to the newly opened area and you will see a gate. To the right of this is a wall switch. Operate it. This will uncover two more switches by the hidden wall.

Operate them both, kill more monsters and then flick the switch in the newly uncovered area. This will release the snake which holds the cup. Kill the snake (of course!), take the cup, then flick the switch you'll find in the snake's den. This will uncover the last area by the hidden wall, and reveals a porthole.

Go through the porthole and you will be taken outside. Find the Oakley that has lost his cup, give it to him and brace yourself for Quest Three!

Quest Three

'Hit the button when ready for Hell.'

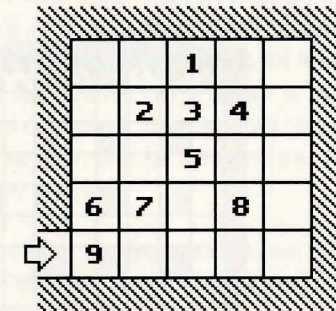
Flick the switch in the corner to reveal a path.

'The Games Room'

Open the door and kill the two monsters. In the far left of this room is a key. Use this to unlock the locked door, leading to another room. Kill the contents, find a key and then open the next room. In this room you will find yet another key to open yet another locked door. Carry straight on until you come to - guess what - another door.

In this area is a Help Oracle.

'Push only the right ones'

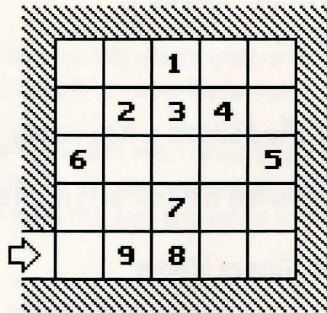


This diagram is a representation of the room with the push walls. This puzzle is extremely difficult to solve without a diagram, however it is not essential as you will find a switch later, which makes it far easier.

To solve this level you must push the following walls in the following order:

9, 6, 7, 5, 5, 8, 8 (other side), flick the switch.

The room will now look like this:

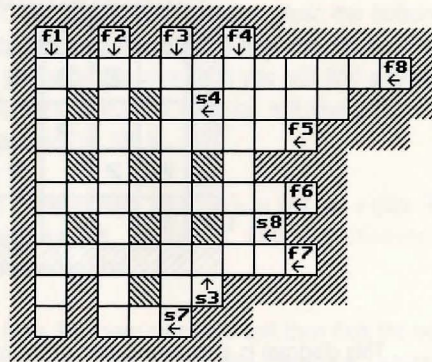


Push walls 4 and 2, and use the two pads to open the two doors, and pick up the key behind. Leave by the way you came in to find the next Help Oracle.

'The word is secret'

This is a puzzle consisting of false walls and switches. At the end of this level you will find another key.

'You make the fire. Can you stop it?'



Using the diagram, make your way safely to the key by f8. You will need to flick the switches in this order: s7, s3, s4, s8. Work your way back to the start and find the next Help Oracle.

'The Monster Raid'

Follow the path until you come to a door on the left. Open the doors and find the key in the grate area. Leave with the key by the way you

came and follow the path until you come to some pushable walls and a Help Oracle.

'Let them out and face them'

Push the wall opposite the hole first, pick up both items, then push the second wall where the weapon was, to reveal a door. Past the door you will find numerous baddies and a key.

'Beware the Guardians'

Unlock the door and kill all the skeletons. Inside you will find your fourth identical key. Go back and look for the locked door by 'The Monster Raid'. Unlock all four doors. You will notice a switch along this corridor. This opens a door to give access to 'Only push the right ones' in case you messed it up.

Kill the ghost by using your dispel spell. If you do not have this, shut the ghost in a room. Once he is out of the way, climb the ladder.

'When is a well not a well'

Ignore the well for the time being, it will be explained later. Walk onto the first pad, then turn right and walk to the next pad. Do not stand on it! When you stand on the pad, a fireball is launched from the right. On the left is a door which is opened by a fireball. Hop on and off the pad to open the door, then kill the monsters. You're not getting tired of all this killing, are you?

After you have killed the two monsters, run through the fireball area by taking two lefts then forward. Carry straight on and find the next Help Oracle.

'Lots of work'

Open the door, kill the contents and find the switch to the left of the door. Continue through this area and pick up the funnystick, healstone wand and the key. Make your way back to the entrance to find the next Help Oracle.

'Bread Trails are handy'

Stand in the doorway and move as follows:

F, F, R, F, L, R, B, Get Key, L, F

Open the door with the key, kill the monster and take the rusty key.

Now turn round and face the teleport with a wall on the left. Make the following moves:

F, L.

And find the next teleport.

'Beware the trap'

Use the rusty key to open the locked door and step on to the pad. This pad opens up a large area. Past the pad is a key. Find the next Help Oracle.

'The sounds of hell'

Take the wands, unlock the doors and grab the keys. Head back towards the fireball pad and open the locked door near it. Walk forward a few steps and flick the switch on the left. This re-opens the well area. Ignore it and open the next locked door. You should come to a pad with a Help Oracle next to it. Drop any object on the pad to close the hole.

'Remember to hide'

The place immediately in front of the "ex-hole" has an invisible rotator that turns you anti-clockwise when you step on it. Head up the corridor and drop objects on the pads to neutralise them. In the first alcove on the right is a key. The wall to the left of the fireball launcher is false. Remove it to pick up the sword. Open the door to the right of the fireball launcher.

'Hunt for Gold'

This is a large room with several rotator pads. There are also several fireball launchers which can be activated by a pad you will find later. Find a switch in the centre of this area and flick it. This will reveal a small area with a further switch in. Flick this and find the new area with a pad and a switch. Flick the switch and find the Jester. The Jester wants the funnystick. So give it to him. He will give you a coin. Big deal!

Return to the well and cure it using your cure spell (get it?). Now jump down the well and give your coin to the boat man (see it was worth having, after all). With the boat, retrieve the key on the island and find the next Help Oracle.

'Welcome to the Dungeon'

Go through the porthole and unlock the door. This is the home of a witch. Goodbye witch. Once she's dead, you can safely take the key. Now go back through the porthole and flick the switch nearby. Climb into the boat and travel past the island to find another switch. In the room nearby, you'll find all manner of goodies. Go back through the porthole with the bottles. On the left hand side you will find a switch which opens the door in the next room. Go out of the first room and round the second by following the wall to the left. Going straight across the second room will close the door.

In the garden, find the keyhole. This will unlock an area with a sword and a lever on the far side. Flicking the lever will give you access to another porthole.

Find the Oakley who has lost his weapon and give him the sword. Congratulations! Quest three complete.

Quest Four.

And now the going gets really tough.

But it's also where the tough really get going!

'The training rooms'

There are six rooms, three on the left and three on the right. The third room on the right is a safe house. Further on is a push wall. Two paces before the push wall is a breeding point which creates monsters in the five rooms. We hope you didn't leave any doors open!

Push the wall as far as it will go and collect the spanner on the second alcove on the right. Follow the path past the cupboards and search the last alcove on the left to find a switch. This will have opened a path which leads to a ladder and the next Help Oracle.

'The Conveyor of Life'

Throw the spanner down the Conveyor of Life, then slide down it yourself and kill the guardian holding a key. Go back up the ladder and give the big dragon a short-sword. Don't be too friendly about the way you offer it to him. He will die and leave a broad-sword.

Just past the dragon is a bat breeder. Try saying that fast! Step on the breeder and kill the bats. Not easy! Open the door and flick the switch on the wall twice. This switch has operated a spinner area and will give you access to a dragon (kill it) and another switch. Stepping on the pad will open up a new area. Go up the ladder.

'Target Practice'

This is a tricky one. Climb into in the train and throw an object over the bushes at the far end of the track. If done correctly, the wall at the far end of the track will disappear. Jump off the train and run over the water. To the right is a door with a pad inside. Jumping on the pad will open the wizards' lairs. One of the wizards is a healer who will heal you if you stand in front of him.

Collect your thrown objects and go back down the ladder. After a hunt, you should come across a flashing guardian. Kill him, get the key and open the locked door near the ladder. In this area you will find a switch. Flick it and return to the safe room (at the start).

Enter the newly opened area and find a place with three switches. These three switches each rotate four doors. Experiment with the switches to create a new path. Climb down the ladder.

In this room, to the left of a portcullis is a switch. Flicking it will open up a new area. Open the door and throw an object on the pad to close the hole. Do the same to the door behind you. Explore this area until you come to three holes. Stand on the left and cast your open spell. Now throw an object from the same place, giving you access to the cupboard area. Explore this area and kill the thug that is holding a key.

Climb back up the ladder and flick the room-rotator switch to get back out. Unlock the first lock you come across and look along the wall to the right of the cupboard containing arrows, until you find a false wall. Remove this.

You are now about to enter a diamond shaped room. Across this diamond is a row of false walls. Walk through these to the other end of the diamond and find and flick the switch. Now go to the false walls and walk through them all.

At one end is a door. Go through into this room, take food from the cupboard and flick the switch. This switch has opened up an area in the diamond room. Enter this new area and step on the first of the three pads.

Now prepare for a battle and step onto the fourth pad. The big dragon is holding a key. Once you've made him an ex-dragon, return to the area near the safe house and use the key.

Climb down the ladder into a new area. Step on the first pad, ignore the long corridor, go past the ladder and jump onto the second pad. Go through the door and kill the three wizards. One will drop a key. Climb back up the ladder and use the key.

Kill both sets of robots and retrieve the twig one of them dropped. Drop it on the centre pad (trying not to lose your bearings on the spinner pads!) and enter the newly opened area. Jump onto the first pad until you have access to a dragon and another pad. After you've sorted it out, jump onto the second pad until you have access to two dragons and another pad.

Jump onto this pad and return to the safe room (Yes, of course you must kill the dragons - that's what they're there for!).

Near the safe room, a face door will have been revealed. Open this. The switch you see in the area with the down-ladder reveals a porthole which takes you back to the garden. You do not need this yet. Climb down the ladder.

'The route to the castle of fear'

Walk into the far corner and an opening will appear, but the area behind you will be sealed off. Kill the two beasts. One will drop a key. Use it to go through the door and avoid the square in the middle of the grates; this is a ghost breeder.

Near the lock and the picture is a hidden switch. Flick it and follow the

path it has opened. Step on the pad and flick the switch next to it. Now go back to the Help Oracle and cast an open spell at the door past the hole. Throw an object through the door and the hole will be covered. Kill the guardian for a key.

Go back to the picture and travel down a newly opened path.

Step on the pad. Now use your key on the lock near the picture. This has given access to a porthole which leads to the castle. Climb through the porthole, down the ladder and flick the hidden switch. Climb back up and into the room to the left of the Oracle. Walk around the room and kill the guardian for his key.

Now enter the other room. Turn left and stop with a locked door on the right. To the left is a false wall. Go through this and walk around the room in order to trigger a wall movement elsewhere. Climb down the new ladder and use the key.

In the room you have just entered, you will see a ladder. You will also find a false wall that leads to a guardian with a key. He has to die, of course, so that you can claim the key.

In the guardian's room is an invisible pad which triggers a wall movement elsewhere. So walk carefully around the room.

Slip down the ladder and kill the four guardians. Use the key to open the basement door. This will reveal three portholes.

Enter the right porthole. Behind the door is a switch. Flick it and return. Enter the left porthole, follow the ladders down four floors, jump through the porthole, flick the switch and jump onto the pad. Reclimb the ladders and return to the three portholes.

Enter the middle porthole and kill the beast for a key. Go back through the porthole, climb to the top of the castle and use the key.

'Return the three staffs'

'Enjoy your ride'

Jump into the first train and flick the switch. Jump into the second then third, then into the garden.

'Beware the swamp'

This is a swamp area. Stepping in a swamp area has a similar effect to stepping on water, so don't do it! Drop objects onto areas to determine whether they are swamp areas. Get as close as you can to the far side then run over a swamp area with a tree the other side. Fall down the hole.

'You are destined to die of old age'

Find the two switches. Call the left one '1' and the right one '2'

Flick: 1 2 2 1 1 and this will give you access to three more switches.

Call the left one '1', the middle '2' and the right '3'.

Flick: 2 2 1 3 3 2 2 and this will take you to a key.

Go back to the three switches.

Flick: 1 1 1

Find three new switches.

Flick: 2 2 1 3 3 2 2 and unlock the door. Go through the two doors to get the key. Return to the switches.

Flick: 1 1 1.

Now unlock the door. Send the monsters to the great monster-home in the sky and run quickly over the fireball launcher pad. Find and flick the wall switch.

Pass through the two doors (taking note of spinner pads). Now face the pad and the hole and throw an item onto the pad. A hole on the left has now been covered. Kill both the monsters and flick the wall switch. Now fall down the hole nearest to the far left corner. Next to where you fall is a switch. Flick it immediately and it will reveal a porthole. Kill the dragon for a key and escape through the porthole.

Return to the three switches.

Flick: 2 3 1 2 and go to the next three switches.

Flick: 2 3 1 2, find the door and unlock it.

Dead end? No, there is a false wall to the left. Go through it and you will find another false wall opposite the fireball launcher. Use the block spell to protect you. Behind more false walls are two switches. Flick them and return back to 'Return the three staffs' via the ladders. Place one of the staffs on one of the pads.

Climb up the middle ladder.

Travel through the porthole and hunt around for a Help Oracle.

'Reset in the centre'

Cross the water in the boat. To the left and right are Help Oracles. Each Oracle gives a word: Alphabet Breaches Closed Doors. The idea is to stand on each pad alphabetically. i.e. A, B, C, D. The pad in the middle resets.

It is helpful to know that if you hit the monsters, they will run away.

Once A, B, C and D have been activated in the appropriate order, a path will be made to the right. Jump in the train and jump off to the left at the far end. Kill the wizard and pass through the false wall. Jump onto the pad and go back into the train. Halfway down the track you will see that a ladder has been uncovered. Jump off and go down the ladder.

Run into the boat and find the switch. Go through the uncovered door. In this room a mother spider is creating her babies. You can see the mother spider through a portcullis, but the only way to her is through a 'back door'. To the right of the portcullis, opposite a keyhole, is a series of false walls which leads to her.

Hunt around in the baby spider area for two keys. One of the keys opens a door which gives you access to the boat.

Make your way through the ABCD room and open the door on the other side of the water.

'The room of the healers'

There are two healers in this room. You will also find the second staff. Grab it, go through the teleport and back to 'Return the staffs'. Place the second staff on the second of the three pads.

Climb up the right hand ladder. The beast you first meet has a coin. Ignore it at your peril.

'Golddy Locks'

Throw the coin (see!) through the portcullis door to gain access to the pad. Jump on the pad, then find and fall down the hole. Stand and wait on each of the four pads.

They will transport you to areas from where, using hidden switches, you must return. Once all four have been visited, a thug will appear. Kill him for a coin (life is cheap). Go back to the first door you opened with the coin, find the other door and throw your coin through it. Jump onto the pad and climb down the new ladder.

'The dizzy rooms'

There are four switches. Call them 1 to 4 from left to right.

Flick switch 4, turn around, go through the left door, follow the path and find the key.

Flick: 4 4 2 2 2 get a key and put the other in the keyhole.

Flick: 2 3 4 4 2 4 and get the key.

Flick: 4 2 2 4 4 3 3 1 1 2 and put key in keyhole.

Flick: 1 3 3 3 1 1 1 3 1 and put the key in the keyhole to get another key.

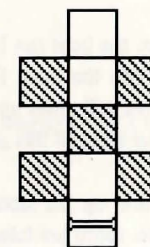
Flick: 2 4 4 2 2 1 1 1 3 3 3 4 and flick the hidden switch.

Walk onto the pad, over the now covered hole and flick the hidden switch on the wall to the left. Turn around and face the way you came in. You will notice that your entrance has been blocked. Throw an item at this new wall and it will land on the pad. Turn around and walk onto the pad.

Two squares to the right (assuming you are facing away from the entrance), is a wall switch. Flick this, then walk to the door. Two places to the right of the door is another wall switch. Flick this then find the key. Open the door with this key. Flicking the hidden switch will let you back out.

Unlock the next door.

'Evil till the end'



There are two switches. The one next to the keyhole rotates the far four doors/walls. The one next to it rotates the near four doors/walls. Both switches rotate the areas clockwise. You will notice that they overlap. Using the switches it is possible to push the movable wall into a space to the right and get the key. It's a kind of a Rubik puzzle. Work it out if you can.

If you can't, don't panic. Instead:

Call the switch next to the lock '2' and the lock next to it '1'.

Flick: 2 2 1 1 open the door and push the wall.

Flick: 2 1 1 1 2 2 2 1, walk through the door and push the wall.

Flick: 1 1 2 2 2 1 1 2 and get the key.

Go back to the dizzy rooms (the four switches)

Flick: 4 3 1 2 2 4 4 2, put the key in the keyhole and get the key.

Flick: 2 1 1 1 3 3 3 4 4 2 2 4 and make your way back to the false wall.

Unlock the door and kill the beast for a coin (It's called being mercenary). Go back past the dizzy rooms, up a ladder and throw the coin through the portcullis door. Jump onto the pad, and you now have access to an area with a thug with a coin, and the third staff. Throw the coin (yes, of course you must kill him first) through the portcullis door and shin back up the ladder to 'Return the staffs'.

Place the third staff on the third pad and you will find that a path has been cleared past the three holes. Go down the ladder.

'Keep out. Private pools'

Run over a small patch of water to get to the boat. Jump in and find a switch which connects the two pools. Find another switch to do the same. The third switch is slightly more difficult to find. Go as far as you can to the far left. If you are staring at a bush, go right and forward slightly. Jump off the boat, onto the piece of land.

Facing away from the boat run forward and then right. Flick the switch and climb back into the boat. Flick the next switch which is down a long corridor. This will open up another area with a key and a switch which lets you back out of this area.

Leave this area and up the ladder. Unlock the door and climb up the next ladder. In this room are false walls. Behind one is - you guessed it - a ladder. Open the door and go down the next ladder.

'Hunt for a switch'

Find the wall switch and flick it.

Find a key.

Find the keyhole and use the key.

Flick the switch behind the closed door.

Now make your way back to the safe room near the start.

Near the safe room you will find a new ladder that heads downwards.

Go through the room with the purple monsters and down the next ladder.

Kill Lord Fear's pet (somebody has to love it) in the big room and use the key to release His Lordship himself. Prepare yourself for a battle, Lord Fear will not die without a fight!

See what we mean? If you're still alive, glance through the porthole behind Lord Fear, now hopefully deceased. You should see a safehouse. You will need it to rest.

Lord Fear will have dropped the final object of your quest.

The Crown of Glory.

Take it through the porthole and up the ladder. Find the porthole that takes you back to the garden. It is near the original safehouse.

Go through the original porthole where you started Quest One.

Travel on the train back to the next porthole. Place the crown on the pad and leap in triumph onto the final pad.

Our heartiest congratulations. You are either incredibly brave, or unbelievably lucky.

Probably both.

You have just completed Nightmare!

The Spells

Wizard Staffs

- Open: Opens doors.
- Glow: Highlights objects.
- Dart: Hurts monsters.
- Dispel: Kills ghosts.
- Cloud: Hurts monsters.
- Birds: Hurts monsters.
- Catch: Hurts monsters.
- Fury: Hurts monsters.
- Wind: Hurts monsters.
- Rock: Hurts monsters.
- Acid: Hurts monsters.
- Golem: Creates Creatures.

Priest Staffs

- Rem: Revives players quicker during sleep.
- Fitness: Makes monsters run faster.
- Restore: Restores health. Increases monster's armour.
- Aid: Heals wounds. Increases monster's armour.
- Cure: Cures your and your monster's poison.
- See: Cures blindness spell.
- Destone: Cures stoned spell.
- IQ: Cures dumb spell.
- Youth: Cures age spell. Increases monster's power.
- Descrip: Cures cripple spell. Increases walk speed.
- Food: Food.
- Vivify: Brings players to life.

Genie Staffs

- Confuse: Spins monsters.
- Remove: Removes false walls.
- Shield: Increases armour strength.
- Block: Temporary mega shield.
- Pow: Increases hand power.
- Aim: Increases missile weapon's power.
- Quicken: Use weapons faster and move around faster.
- Age: Weakens monsters.
- Weaken: Weakens monsters.
- Poison: Poisons monsters.
- Retard: Reduces monster's skill.
- Freeze: Stones monsters temporarily.

Jesters Wand

- Cry: As fury spell.
- Smile: As bird spell.

Wand of Status

Increases player's statistics temporarily.

Written by David 'Pog' Amor.
Enhanced by Tony Dicks.
Special thanks to Tony and Chris Crowther.
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The Spells

Wizard Staffs

- Staff of Aesculapian
- Staff of Asclepius
- Staff of Apollo
- Staff of Athena
- Staff of Artemis
- Staff of Athena
- Staff of Athena
- Staff of Athena
- Staff of Athena
- Staff of Athena
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- Staff of Athena

Priest Staffs

- Staff of Apollo
- Staff of Athena
- Staff of Artemis
- Staff of Athena
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Cleric Staffs

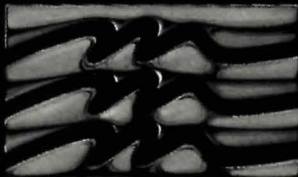
- Staff of Aesculapian
- Staff of Asclepius
- Staff of Apollo
- Staff of Athena
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Wizard Wood

- Staff of Apollo
- Staff of Athena

Wizard of Healing

- Staff of Apollo
- Staff of Athena
- Staff of Artemis
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- Staff of Athena



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